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*Fiend Folio*

3.5

# Revision Update

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The Nature of the Core Rulebooks' Changes  
*Fiend Folio* (Revision Update)

3 The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add book-marklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

# Fiend Folio

The monsters presented in the *Fiend Folio* used the revised method of calculating skill points and feats, and require very little adjustment as a result. The only 3.5 rules not incorporated into the *Fiend Folio* were the new damage reduction system and the new method of pricing constructs. Table: Fiend Folio Monsters provides revised damage reduction statistics for every Fiend Folio monster that has this special quality. Following that table is a list of constructs with revised construction information.

**TABLE: FIEND FOLIO MONSTERS**

Fiend Folio Monster	Damage Reduction
Aoa droplet	5/magic
Aoa sphere	10/magic
Blackstone Gigant	15/adamantine
Chronotrynn	15/magic
Crawling Head	20/magic piercing
Darkweaver	5/magic
Demodand, Farastu	10/good
Demodand, Kelubar	15/good
Demodand, Shator	15/good
Demon, Alkolith	15/good
Demon, Blood Fiend	15/good
Demon, Klurichir	20/good and iron
Demon, Maurezhi	10/good
Demon, Myrmyxicus	15/good and iron
Demon, Skulvyn	5/good
Deva, Monadic	10/evil
Deva, Movanic	10/evil
Devil, Paeliryon	15/good and silver
Devil, Xerfilstyx	15/good and silver
Disenchanter	10/magic
Flame snake, greater	15/magic
Fossergrim*	5/iron (in water only)
Gathra	10/magic and silver
Blood Golem of Hextor	10/adamantine
Brain Golem	10/adamantine
Demonflesh golem	15/adamantine and good
Hellfire golem	15/adamantine and good
Half-fey template*	5/iron
Huecuva template	10/silver
Hullathoin	15/magic and silver
Bloodbag imp	5/silver or good
Euphoric imp	5/silver or good
Filth imp	5/silver or good
Inevitable, Quarut	15/chaotic and adamantine
Inevitable, Varakhut	20/chaotic and adamantine
Iron Cobra	5/adamantine
Ironmaw	15/magic slashing
Jackal Lord	10/magic
Jackalwere	5/iron
Keeper	10/magic
Kelpie*	10/iron
Living Holocaust	10/—
Lucent Worm	15/magic piercing or slashing
Maelephant	10/magic
Maulgoth	15/magic adamantine
Ocularon	10/magic
Oread*	5/iron
Phiuhl	10/magic
Rilmani, Aurumach	15/good or evil or lawful or chaotic
Rilmani, Cuprilach	10/good or evil or lawful or chaotic
Rilmani, Ferrumach	10/good or evil or lawful or chaotic
Spectral Lurker	15/magic
Spirit of the Air	10/magic

Steel Predator	15/magic and silver
Sunwyrn	15/magic
Swordwraith template	10/magic and slashing
Ulgurstasta	10/magic and piercing
Varrangoin, Arcanist	10/iron
Varrangoin, Lesser	10/iron
Varrangoin, Rager	10/iron
Vine Horror*	5/bludgeoning
Wendigo template*	5/iron
Yuan-ti Anathema	15/good and magic
Yugoloth, Piscoloth	10/good

A few monsters, mostly fey creatures, that do not have damage reduction indicated in their *Fiend Folio* entry gain it under the revised D&D rules. This makes the fey presented in the *Fiend Folio* consistent with the revised fey in the *Monster Manual*.

## CONSTRUCTS

The information below supercedes the construction information presented in the *Fiend Folio*. Details of construction not included below (such as skill check DCs required to create the body, material requirements, and material cost unless otherwise noted) remain unchanged.

**Blackstone Gigant:** Caster Level: 20th; Prerequisites: Craft Construct, *animate objects*, *flesh to stone*, *geas/quest*, *miracle*; Market Price: 200,000 gp; Cost to Create: 105,000 gp + 7,800 XP.

**Caryatid Column:** Caster Level: 10th; Prerequisites: Craft Construct, *lesser geas*, *meld into stone*, *statue*, *stone shape*; Market Price: 20,000 gp; Cost to Create: 19,535 gp (including 8,335 gp for a +2 *bastard sword* and 1,200 gp for the body) + 419 XP.

**Golem, Blood Golem of Hextor:** Caster Level: 14th; Prerequisites: Craft Construct, *animate objects*, *bull's strength*, *gentle repose*, *heal*; Market Price: 25,000 gp; Cost to Create: 17,280 gp + 809 XP.

**Golem, Brain Golem:** Caster Level: 16th; Prerequisites: Craft Construct, *bull's strength*, *feeblemind*, *geas/quest*, *limited wish*, *mage armor*, *polymorph any object* (or, is a *psion*, *Inertial Armor* feat, *animal affinity*, *astral construct VII*, *domination*, *matter manipulation*, *mind blast*); Market Price: 45,000 gp; Cost to Create: 23,500 gp + 1,760 XP.

**Golem, Demonflesh:** Caster Level: 18th; Prerequisites: Craft Construct, *Graft Flesh*, *darkness*, *destruction*, *geas/quest*, *horrid wilting*, *planar binding*, *poison*, *unholy aura*, *unholy blight*; Market Price: 200,000 gp; Cost to Create: 101,000 gp + 7,960 XP.

**Golem, Hellfire:** Caster Level: 18th; Prerequisites: Craft Construct, *burning hands*, *fireball*, *flame strike*, *flare*, *geas/quest*, *planar ally*, *produce flame*; Market Price: 198,000 gp; Cost to Create: 101,000 gp + 7,840 XP.

**Iron Cobra:** Caster Level: 12th; Prerequisites: Craft Construct, *animate objects*, *freedom of movement*, *geas/quest*, *locate creature*; Market Price: 3,000 gp; Cost to Create: 2,500 gp + 80 XP.

**Necrophidius:** Caster Level: 12th; Prerequisites: Craft Construct and either *geas/quest*, *hold person*, *hypnotism*, *Mordenkainen's faithful hound* (if an arcane caster) or *animate objects*, *command*, *geas/quest*, *hold person* (if a cleric); Market Price: 3,000 gp; Cost to Create: 2,000 gp + 100 XP.

**Wicker Man:** Caster Level: 16th; Prerequisites: Craft Construct, *entangle*, *liveoak*, *protection from energy*; Market Price: 50,000 gp; Cost to Create: 48,000 gp + 1,080 XP.

## SWARMS

For all the swarms presented in the *Fiend Folio*, use the basic swarms information presented in the revised *Monster Manual* glossary. Use the following revised information for the *Fiend Folio* swarms:

**Abysal Ant Swarm:** Diminutive Aberration (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Special Qualities Acid immunity, cold resistance 10, darkvision 60 ft., electricity resistance 10, fire resistance 10, hive mind, poison immunity, SR 22, swarm traits. Producing a shower of acidic spittle is a standard action for the swarm, but it can still take a move action in the same round and inflict damage on creatures within its area at the end of its move.

**Plague Ant Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.

**Cranium Rat Swarm, Lesser Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Cranium Rat Swarm, Average Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Cranium Rat Swarm, Greater Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Locust Swarm, Bloodfiend:** Fine Vermin (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.

**Locust Swarm, Rapture:** Fine Vermin (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.

**Scarab Beetle Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.

**Viper Swarm:** Diminutive Animal (Swarm); Space/Reach 10 ft./0 ft.

**Wasp Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.